

Sayd A. Mateen

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EDUCATION: *Nanodegree Certificate, Machine Learning Engineer*
Udacity, Online *Currently Attending*
Bachelors of Science, Computer Science
California State University, Sacramento *Graduated: December 2016*
Major GPA: 3.30 Cumulative GPA: 3.07
Awards: Dean's Honor List, Spring 2014 - Spring 2016
Scholarships: John Gwynn Memorial Scholarship
Contests: ACM-ICPC Regionals Participant
Volunteer Work: River Cleanup with American River Parkway Foundation

EXPERIENCE:

Software Engineer Part-time – Quipt *April 2017- Present*
- C# backend development for company's distribution software platform.
- Web API's development using MVC architecture.
- New features development, testing, and integration.
- Documentation.

Application Developer Intern – Intel Corporation *May-December 2016*
- C# web and desktop development using the .NET framework.
- C++ Dynamic-link library development for a domain controller.
- OpenID Connect & OAuth 2.0, authentication & authorization protocols.
- Scrum Agile Development.
- RESTful Web API's.

Database Administrator Intern – Franchise Tax Board *June 2015-April 2016*
- Perform troubleshooting of databases and help resolve technical issues.
- Developed and maintained T-SQL stored procedures for Microsoft's SQL Server.

Computer Science Tutor – Sacramento State University *February-May 2016*
- Taught various Computer Science concepts.
- Assisted with various projects and assignments.

RELEVANT COURSES:

- Advanced Algorithm Design & Analysis
- Software Testing Quality & Assurance
- Intelligence Systems
- Computer Systems Attacks and Countermeasures

SKILLS: *Languages:* Java, C#, C++, C, SQL, JavaScript, PHP, HTML5, CSS, Python

PROJECTS: *Personal Website:*
- Developing a personal website using Bootstrap. Created with Java EE platform, Spring framework, and MVC Architecture. Weekly updates, source is available on my GitHub.

Team Website:

- Built a website for a local sports team. The website displays information such as team statistics and player profiles. The site also allows game data to be input dynamically, as well as team management capabilities. HTML5, JavaScript for front end and PHP for backend with MySQL for data storage.

Java Game:

- Created a Java based video game. The game implements design patterns, interactive graphics, and animations. Uses inheritance and interfaces for game organization and structure.

A.I. Application:

- Developed a 2-player adversarial search game similar to chess. The application uses Minimax search, A*, alpha-beta pruning, history tables, and a heuristic to help manage the computer's moves. Developed using Java.

OS Kernel:

- The operating system is built for the x86 32-bit architecture using SPEDE-200 and implemented in Linux environment. Implemented core OS functions such as time-sharing, semaphores, device drivers, files systems, and virtual addresses. Used C and Assembly language for development.

LINKS:

Github: <https://github.com/sayd-mateen>

LinkedIn: <https://www.linkedin.com/in/sayd-mateen-34a5a7b2/>